

FREE SOFTWARE & SWEATSHIRT COMPETITION
See inside for details

FIVE STAR GAMES

SPINDIZZY Electric Dreams

ZOIDS Mortech

SCARABAEUS Ariolasoft

EQUINOX Mikrogen

BATALYX Balamsoft

Navigational mode and movement In this mode the map is shown as grey on black and is overlaid by a yellow, grid-like display giving an approximate version of the routes available to you, any bridges on the routes. When you first enter this mode the direction indicator will be a small white square, if you press fire now, you will drop out of this mode with your ZOID stationary.

Move the joystick in the direction you wish to travel, if there is an available route the direction indicator changes to a white arrow pointing the same way. Press fire.

You will now drop out of a navigation mode and your ZOID will automatically travel in the direction you have chosen. Your ZOID's navigation system will independently steer around outcrops, craters and so on. The ZOID will carry on moving until it comes to a junction, when you must redirect.

Shields You control an octagonal system of shields. Each of the eight plates (the colour bars on the outside of the octagon) protects one of the ZOID's vital functions as represented by the eight segments. As your ZOID incurs damage these plates are progressively weakened making certain systems vulnerable to damage. The shields are colour coded from purple (maximum strength) through the blue and red scales to dark red (minimum strength).

You can rotate the plates by using the arrow icon in the centre in order to best protect your most important systems. Heavily damaged systems will flash. All systems will automatically repair (slowly) if they aren't too badly damaged.

When a system is completely knocked-out the appropriate icon on the main screen will go dead.

Manipulate This icon will flash when you have found something. Activate it to pick up the object(s). You can also drop objects, e.g. surveillance mines which come complete with on-board computer, camera and a radio transmitter.

(When a ZOID comes in range of a mine a window will pop up displaying the section of map where the mine was left, the mine's ID, and a picture of the ZOID. You can then choose whether or not to detonate).

City networks There are eight city networks containing several cities, a raw material mine, a power station, radio transmitters and so on. The city domes contain the massive construction plants within which the androids make new RED ZOIDS. The dome is a powerful force-field which protects the city from attack.

The mine provides the raw materials necessary for RED ZOID production. The power plant provides the Zoidar power necessary to maintain the protective force-field over each city in its network. It has no protective force field itself, but if attacked, it switches its power supply to an impenetrable Deflector Shield. This has the dangerous effect of temporarily draining power from the city shields.

Radio transmitters are used for communication between cities.

Enemy Red Zoids in ascending order of power
A. Manufactured by full functioning cities.

1. **Hellrunner** Fast messenger and reconnaissance ZOID with single, powerful canon.

2. **Slither** Transport ZOID carrying supplies to the cities. Slow mover but heavily armoured and with concealed gun.

3. **Spineback** Fierce combatant. Protects cities and attacks player when alerted.

B. Irreplaceable

4. **Nimble POWER-ZOID**. Rare and highly dangerous.

5. **Redhorn** Leader of enemy RED ZOIDS. Hugely powerful and equally calculating.*

Blue Zoids in ascending order of power

1. **Spiderzoid** The most deadly of the original Zoids because of its great speed.
2. **Scorpozoid** Heavily armoured fighting machine. Usual in rear-guard.
3. **Trooperzoid** Heavily armoured ground attack machine. The front runner in any Zoid conflict.
4. **Tank** A four wheel drive gun carrier.
5. **Great Gorgon** A huge heavy attack Zoid.
6. **Mighty Zoidzilla** Supreme Zoid combat leader. The most menacing Zoid ever created.

Control Free-roaming cross-hair. Entire game played or joystick except pause/restart game functions. The joystick controls the neuro-empathic reflex arc which links you to your ZOID.

To activate any icon, move the cross-hair over it and press fire.

To close any window except those used in the attack modes, move the cross-hair out of the window.

Keys

Press **m** to toggle between music and sound effects.

Press **p** to pause, press **(space)** to restart

Press **(restore)** to abort a game

Game Climax Should you succeed in rebuilding ZOIDZILLA you can then set about defeating REDHORN THE TERRIBLE. Progress towards this will prove increasingly difficult as the shrewd and vicious RED ZOIDS work ever harder to defeat you. But do not be afraid to try...

4 EQUINOX

© Mikrogen 1986

The Game In the interminable depths of space, Asteroid Sury-Ani 7 floats majestically in a 400 year orbit. The crater scarred surface obscures the danger that lies below - a danger conjured by man in his attempt to strive forward in space colonisation. Radio-active canisters that were due for disposal now lie exposed in Sury-Ani 7's mining complex. The human inhabitants have now departed and only you - a disposal droid remain to dispose of the canisters before they become critical and annihilate the whole complex.

Asteroid Sury-Ani 7, rich in minerals, has been hollowed out into a huge mining complex. The complex is sectioned into eight levels. All levels contain radio-active canisters whose contents are dangerously unstable and liable to explode. The canisters must be disposed of as soon as possible. Gaining access to the different levels is achieved with numbered level passes. In order to obtain canisters and level passes, your dedicated disposal droid must use various tools, machines and components which are scattered around the complex.

How to use the teleporter terminal Before a Teleporter can be used, a Teleporter Credit (cyan disc) must be spent at the required Teleporter. To spend a teleporter credit When the held object is a teleporter credit, sit stationary within the teleporter and press the **USE** key or joystick DOWN. If you now wish to teleport, thrust up to the globe-like object in the teleporter and you will be teleported to the second teleporter terminal. However you may leave the teleporter and teleport at a later time.

How to use trans-level teleporters To enter a Trans-Level Teleporter you must be holding a numbered Level Pass. Select the desired level by moving your droid onto the corresponding select button and then pressing the **USE** key. The trans-level teleporter will only give access to levels which are less than or equal to the level pass that you are currently holding. Exit the trans-level teleporter by touching the door.

How to use a credit dispenser Reset the droid on top of the red plate and press the **USE** key. This will swap one of your droid's lives for a teleporter credit. The dispenser will only work if you are not holding any objects.

How to dispose of radio-active canisters using disposal chutes Move into the yellow portion of the disposal chute and press the **USE** key. This will send the radio-active canister currently held to the containment room.

Default keys

To load press the SHIFT/RUN STOP keys together.
Use JOYSTICK PORT 2 ONLY
Q = UP
O = LEFT
A = USE
P = RIGHT
SPACE BAR = FIRE
3 = PAUSE
RESTORE = RESET GAME
JOYSTICK DOWN = USE
1 = DEFINE KEYS
2 = INSTRUCTIONS
3 = START GAME
4 = JOYSTICK (in Port 2 only)

Use Batteries to restore your Laser Energy and Fuel Barrels to restore your Thrust/Fuel Level. If you should remain without fuel for too long your droid will explode.

N.B. FOR THE COMMODORE 128K OWNERS ONLY To load the game you must be in the 64K mode. To achieve this you must press the **RESET** key whilst holding down the **COMMODORE** key.

5 SCARABAEUS

© Ariolasoft

To Load Turn on your computer. Insert cassette. Press **SHIFT** and **RUN/STOP** together. Press **PLAY** on cassette deck. Plug your joystick into Port 2. **To select sound** Press **M** to toggle between music and sound effects.

Level 1: Object The objective of Level 1 is to accumulate 9 hieroglyphs to complete your key. Your key is displayed by pressing **FIRE**. Hieroglyphs are indicated by tracking down and touching Ghosts in the Maze. These Ghosts do not kill you. In Level 2, the completed key will enable you to identify medicines from poisons as well as good from bad Zombie traps.

You need to collect the canisters and level passes you find in the Maze. These are indicated by tracking down and touching the cans and doors. As you search each level for these items your timer will elapse. To enable you to find the Radio-Active Canisters and Level Passes you will need to use the tools and objects that have been scattered around each level. Once you have completed a level the timer indicator will change to a solid green bar which will indicate that it is safe.

In order to eradicate all danger to the complex you will need to have collected all eight canisters and disposed of them before the humans can settle safely in their new surroundings.

Instructions for playing "Equinox"

Display Panel Description FIRST WINDOW shows which object is currently being held. SECOND WINDOW shows how many lives you have left. THIRD WINDOW shows your score, and the six coloured squares indicate how much time you have before the canisters on the current level explode. FOURTH WINDOW has two pointers, the top pointer shows your Thrust-Fuel level, the bottom shows your Laser Energy level.

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Scoring

Level 1:

Level 2:

Level 3:

Time Bonus

SCARABAEUS

Pharaoh's Bonus

Medicine Bonus

Health Bonus

Level Bonus

Location Bonus

Direction Bonus

Object Bonus

Score Bonus

Time Bonus

Level Bonus

Object Bonus

Score Bonus

Health Bonus

Location Bonus

Direction Bonus

Object Bonus

Score Bonus

Health Bonus

Location Bonus

Direction Bonus

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Object Bonus

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Location Bonus

Direction Bonus

LOCATION INDEX

Cassette Counter Setting

1 Spin Dizzy

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2 Batalyx

Insert cassette and ensure tape is fully rewound. Reset tape counter to zero. Press SHIFT/RUN STOP Then press PLAY on tape. Repeat the procedure for each game remembering to reset the computer each time and to make a note of the counter setting for each game on the grid in the instruction booklet for easy location of games for future use.

3 Zoids

If you encounter any problems in loading make sure the heads on your tape deck are clean and that the azimuth head alignment is okay. In cases of difficulty consult your dealer.

4 Equinox

5 Scarabaeus

1 SPINDIZZY

© Electric Dreams 1986

The Game As we all know, working for the corporation is a hard life and the mission you are to be sent on this time is far from the usual run of the mill stuff. The back room boys have discovered a new dimension that contains a strange artificial world hanging in space.

Of course, they want it mapped and as Trainee Assistant Cartographer for Unknown Worlds, the job has fallen to you. Because of the Company's far

from noble motivations (it's all government sponsored work you know), time

is money. The more time you spend out there the more money the company can claim. The Remote Scout Craft you are given is an old fashioned

Geographic Environmental Reconnaissance Land-Mapping Device, known as GERALD. The craft is expensive to maintain so your time is limited. If you do

not move fast the mission will be terminated.

The ships computer holds the initial radar map of the surface and your task is

to explore each area, collecting energy in the form of jewels, for which you will

be rewarded with extra time.

Since this world is hung in the infinity of space, falling off is not a good idea.

Should you lose or destroy your craft it will be re-created and beamed back to

the last location visited, but this will cause an enormous power drain resulting

in the loss of valuable time.

So there you have it - do a good job and the rewards will be great,

otherwise... well, you don't want to be a Trainee Assistant Cartographer all

your life - do you?

B8

B8

2 BATALYX

© Llamasoft 1985

1: The Obligatory Pseudo-Sci-Fi Bit (skip this if you want) A mighty Empire, A darkened Galaxy. Thus was the situation with the combined might of the Iraza/Zyaxian empire enslaving sentient life across known space. Barely a free world glimmered in that evil night. Not many - but to those that believed, enough...

For there were those who would be free, who dreamed of shaking off the black Imperial mantle and restoring freedom to the enslaved worlds. A band of brave rebels (just like Star Wars this bit!) hunted by the Imperials but sufficiently strong to avoid eradication.

Upon a secret Rebel world, hidden in the dark recess of the Metadonkey Nebula, some of the finest minds of the Free Species came to form what was known as Project BATALYX (after the home-sun of the plan's shaggy

originator). The plan was daring: a raid on the Imperial capital planet of Zzyx Prime. GERALD, the craft is expensive to maintain so your time is limited.

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to explore each area, collecting energy in the form of jewels, for which you will

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3 ▶ ZOIDS – THE BATTLE BEGINS

© Martech 1986

Zoid History

Zoidstar Millions of light years from earth lies the planet Zoidstar. Its rock and desert surface is scorched and barren. Its lifeless atmosphere hangs in perpetual heat haze. For aeons this desolate planet has suffered from constant warfare.

Eye Strain Press C to alter GERALDS shape.

Status Display At the top of the screen, the time left to play, the areas left to visit and the number of jewels collected are displayed.

Activated switches will appear in the lower left-hand corner of the screen.

Hints Due East of the starting screen is a beginners section. In this area

are simple demonstrations of some playing technique. Time will run slowly in this section allowing you time to experiment.

Some screens will give a clue as to a switch to activate. This will cause some

features to appear or disappear. Occasionally two switches may need to be

used together. The clue appears in the bottom left hand corner of the screen.

Lifts may be used but may need to be switched on. Ice is slippery and

trampolines are bouncy! Make a map: it will help you to find short cuts (there

are quite a few).

The aliens change their flight paths and appearances according to the timer

and the finest Minter traditions.

B8

B8

4 ▶ Zoids – THE METEOR STORM

© Martech 1986

The Meteor Storm

When the skies over Zoidstar burned in a blaze of colour the ancient warlords were unaware of the devastation to come. The ZOIDARIANS were doomed by the poison from the skies, within days only machines survived.

Syncro II Here you see the spheres bouncing about over a grid of coloured squares. By moving the joystick you can select any square you like. (The selected square is bracketed by flashing grey). If you press the button and move the stick, the selected square can be made to 'rotate'. All squares of the selected colour assume such rotation.

Alone now the androids created ever more fearsome ZOIDS. Supplies of Zoidar power began to dwindle and ZOID turned on ZOID turned on ZOID to obtain it.

Options Screen Once you've loaded the game it'll be sitting in options screen. Now's the time to plug the joystick in Port 2. Press FIRE a few times. Ooo, that's pretty isn't it? But nothing whatever do to the options so leave it alone for now.

Pressing F1 sets the game level - effectively, the length of game you'll play. Level One lasts for over an hour, while level Five goes on for only five minutes.

Halped spheres stay halted a finite length of time; eventually they drift, so don't hang about. Once all spheres are stopped you get a bonus and go to the next level. Completing all 8 levels gives you the whole completion icon. On later levels you encounter invisible squares, too. These may be used just like normal ones; just that you can't see them!

5. Syncro II Here you see the spheres bouncing about over a grid of

coloured squares. By moving the joystick you can select any square you like.

(The selected square is bracketed by flashing grey). If you press the button

and move the stick, the selected square can be made to 'rotate'. All squares of

the selected colour assume such rotation.

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B8

B8

6 ▶ Zoids – THE SCREEN LAYOUT

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SCREEN LAYOUT

The result of selecting any other icon in the target-select window will depend on which of the mode icons are currently active, as follows: (Info Bank can be active in conjunction with any of the modes and provides a picture and relevant information about the target).

1. Railgun (N.B.) This will time-out after a few seconds, to avoid over-heating.

This consists of two windows.

(a) TARGETING SYSTEM (Left Hand Window)

The level indicator on the right displays the number of projectiles currently loaded into the magazine. Reloading is a continual but slow process. The level indicator on the left reflects the damage status of the target.

The target is represented by a spinning diamond. Using the joystick, you must pull the target into the focussing beam (the square area in the centre of the display) when it will expand. When it turns red it is in range and can be hit. Press fire to launch a projectile.

All targets possess electro-magnetic devices of varying effectiveness, which they will use to deflect your focussing beam.

(b) TARGET CLOSE-UP (Right Hand Window)

This gives a detailed close up of your target.

2. Missiles First load your missile with an appropriate amount of fuel using the arrow icon. Then activate the launch icon at the base of the window. A new set of windows will open.

The large window at the left displays long range views of the elevation (side view) and heading (plan view), of your missile. At the far left of the window are two gyroscopes together with close-ups of the side view and plan view of your missile which are highlighted in white when selected. Both the elevation and heading can be changed by moving the joystick up or down. The trigger selects between these two; by holding it down, you control the missile's heading otherwise you control its elevation. Your missile is displayed as a white dot in the right hand section of the window and the target as a red pyramid.

Sensors This icon also animates when activated. It relays supplementary information given by an assortment of sensors on the outside of your ZOID. For instance you will automatically receive warning of incoming missiles and you will be given a chance to intercept them (using sonic or heat flares, or jamming).

B. The Mode Icons Activating any of these put your ZOID in a particular mode. Only one of these may be activated at a time. You must then go to the map to select your target.

Railgun This uses an electro-magnetic pulse to propel high velocity metal projectiles at your target.

3. Jamming (YOU MUST BE STATIONARY – SELECTING JAMMING WILL AUTOMATICALLY STOP YOUR MOVEMENT).

A window will pop up showing the target signal in the top half and your own output in the bottom half. Your aim is to produce a wave which precisely matches the target wave. First you need a carrier wave. Using the top icon will open up a small window with your available carrier waves displayed as icons. Make your selection. The wave will now be used as the basis for construction of your output wave.

C. Information about your Zoid

Shields Assess your damage and set your shields to protect your most valuable systems.

Status See how many of the eight pieces of ZOIDZILLA you have collected and review your rating.

Manipulate Check what you are carrying and pick up or drop items.

THE MAP The map gives a display of your immediate surroundings, (a tiny fraction of the overall terrain) marking on it enemy cities, mineral mines, power stations, and so on (all in yellow) and enemy ZOIDS (in red). The blue symbol approximately in the centre of the map represents your ZOID.

Moving the cross-hair over the map and pressing fire calls up the target-select window. This displays – in icon form – all objects of interest in the vicinity. Once again the blue symbol represents your ZOID. Pressing fire while the crosshair is positioned over this icon transfers control to navigation mode (see below).